Developer Support Application Note
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Developers Notes: Acorn Replay Rules for Use

This application note describes the presentation of Acorn Replay to the end user and should be followed by application developers including Acorn Replay in their products. It also describes the Acorn logos that can be used when supporting Acorn Replay in accordance with these notes.

Applicable Hardware : A540, A440, A3000, A3010, A3020, A4000, A5000, A4

Related Application Notes: Acorn Replay - Implementation Details

Developer Support
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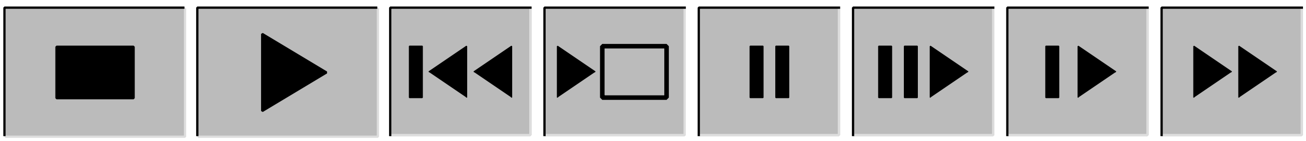
Rules for Implementing Replay support.

The Acorn Replay system is the intellectual property of Acorn Computers Ltd. Acorn want to encourage the widespread use of the technology and believe this will be helped by a flexible and low cost licensing scheme and continuity of presentation.

Any Acorn developer may approach Acorn or one of the licensed Compression Service Providers and acquire compressed video sequences and the necessary runtime support code. If you intend to develop an application that utilises this digital video, we ask that you follow the guidelines described below.

If these guidelines are followed and you register this use with Acorn Developer Support you may use the logos defined below. No licence fee is payable. The consistent good use of these guidelines and the common presence of these logos will help promote Acorn Replay. Your support is requested.

1. Use button icons as defined by Acorn. Button shapes and colours can be changed but use the same legends. These are as follows:



Stop | Play | Rewind to Start | Play Big | Pause | Frame Advance | Slow Forward | Fast Forward

Play and Play Big should be the only buttons that are active when the video is 'stopped'. Please use sensible subsets of these buttons for simple applications.

It should usually be possible to mute the audio whilst a movie is playing. Use an icon representing a loudspeaker on the mute button and a similar basic icon with a cross on it when the audio is muted:

Turn Audio Off | Turn Audio On

2. In all but the most simple of cases you should allow users to stop the movie and copy the frozen image for later use. This should be achieved by making the 'Stop' button halt the replay process leaving the last frame painted on the screen. When control is returned to your application you should then capture the sprite on the screen and support any required repaints and an export feature. Further 'Play' should restart from the halted point. The 'Rewind to Start' button should be available when in halted state.

3. Consider allowing movies to be auto selected or forced to be 12.5 or 25fps. Under auto selection the processor and memory bandwidth capacity should be checked and if of sufficient power then the 25fps movie should be shown, otherwise a '2' should be appended to the filename to show the 12.5 fps version. For further information contact Developer Support.

4. Use the screen buttons above and disable the relevant mouse control of Replay wherever possible. If you do not implement screen buttons then use the default mouse button control.

5. The stored pathname to the replay file should be stored with care. The application may find the file is on a CD and the pathname will have to remain the same no matter where the application is stored. (Note: there may be several CD drives on the machine or it may be present on a network fileserver) Alternatively, the application may wish to store the video file on disc in a constant relative position.

6. Allow movie clips to be shown full screen as an option. Usually implemented by providing a 'play big' button.

7. The buttons for video control should normally be arranged along the bottom edge of the video frame in the order and relative positions as used by the !ARPlayer program.

8. The application itself, supporting literature and advertising material should sport the Acorn Replay logo either in the colours defined for the logo (by preference) or in a single relief colour.

Acorn
Replay

The logo is to be used for applications that include Acorn Replay video clips, such as British Birds and Dictionary of the Living World and for authoring packages such as Magpie, Key Author and Genesis that have support for Acorn Replay files built into them but do not have video clips embedded.

When used in colour, please use Pantone 430 (Grey) for the text of the logo, strapline and box. The Acorn nut should be in Pantone 354 (Green).

Note:

!ARPlayer does not yet implement all of the above guidelines. This is a case of please do as we suggest rather than as we currently do! It is our intention to update !ARPlayer to follow the guidelines.